



Borg Scout Cube (4)

SPECS

Class: Lt. Combat Vsl
 In Service: Ancient
 Point Value: 300 each
 Ramming Factor: 50
 Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1/4 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (9)
 Stb/Port Defense: 12 (9)
 Engine Efficiency: 1/1
 Extra Power: +4
 Initiative Bonus: +14

WEAPON DATA

Light Laser Slicer
 Class: Laser
 Modes: Raking
 Dmg, 1 Turn: 3d10+5
 Dmg, 2 Turn: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Energy Draining Tractor Beam

Class: Gravitic
 Mode: Special
 Damage: -1d6 power
 Special: SEE RULES.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

HIT LOCATIONS

- 1-8: Structure
- 9-11: Warp Engine
- 12-13: Light Laser Slicer
- 14: Tractor Beam
- 15-16: Self Repair
- 17: Struct Self Repair
- 18: Drive
- 19: Reactor
- 20: Control

SPECIAL NOTES

Agile Ship
 Constrained ELINT Ship
 Atmospheric Capable
 Gravitic Drive System

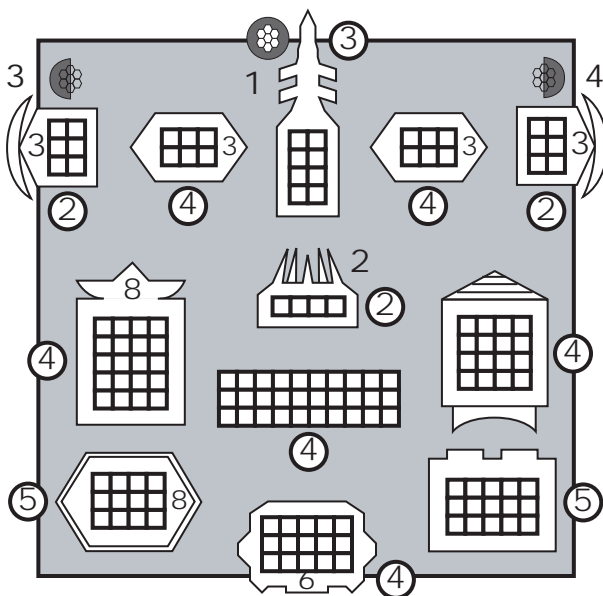
ADAPTIVE ARMOR: 5

Weapon Type Available/Assigned

Note: Max 5 pts per weapon type
 Can have 3 points pre-assigned

EM Shield

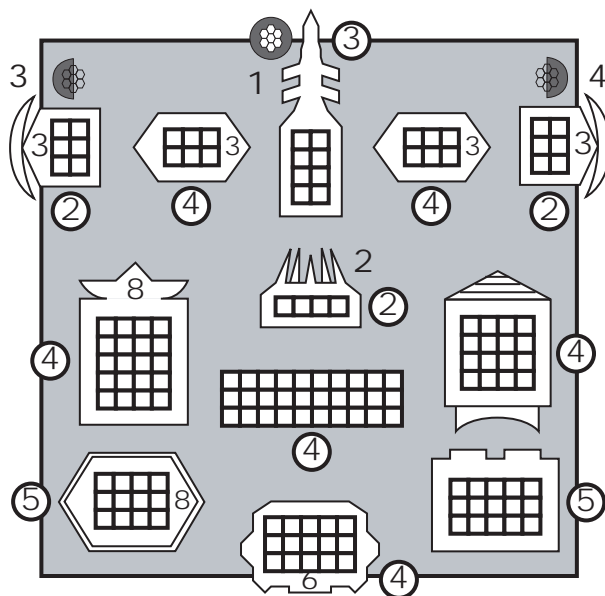
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active.



← CUBE #1

SENSOR DATA

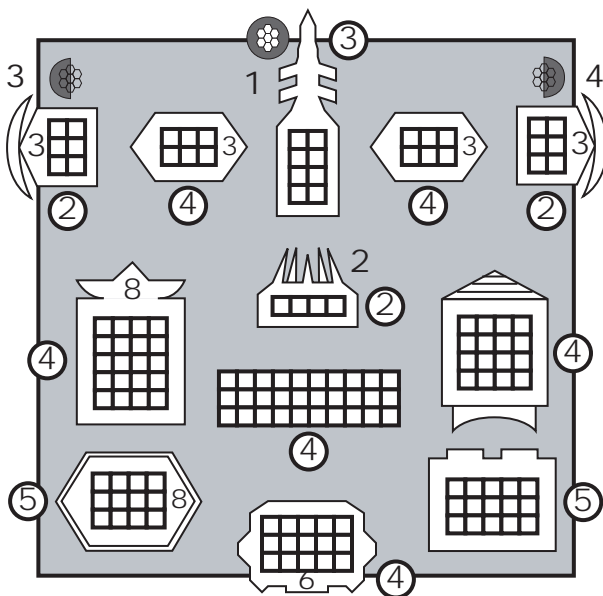
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



CUBE #2 →

SENSOR DATA

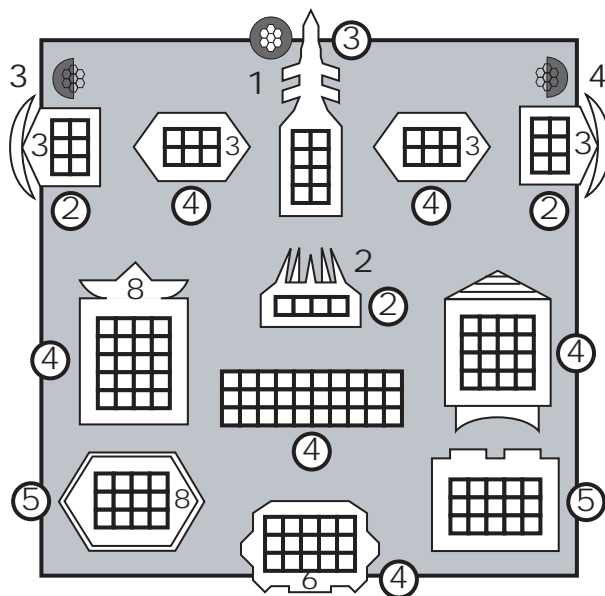
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



← CUBE #3

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



CUBE #4 →

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

- Control
- Reactor
- Self-Repair
- EM Shield
- Light Laser Slicer
- Drive
- Warp Engine
- Structure Self-Repair
- Energy Draining Tractor Beam